

FX FIGHTER



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WILDSTORM EFFECTS

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PARKERSULIC

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THE NEE SYSTEM, AS SEEN FROM OBSERVATION STATION 3978, 08:32 YESTERDAY MORNING.

THE NEE SYSTEM, 08:33. A DEVASTATING FORCE UNLIKE ANY WE EVER SEEN WAS UNLEASHED WITHOUT WARNING. NOTHING IN THE SYSTEM SURVIVED--NOT EVEN AN ASTEROID.

MR. PRESIDENT, MEMBERS OF THE COUNCIL, WE HAVE A PROBLEM.

THE BALANCE OF POWER IN THE GALAXY HAS JUST SHIFTED--A NEW PLAYER HAS ENTERED THE GAME. AS WE ALL KNOW, UP UNTIL YES-TERDAY MORNING THERE WAS US, THE HUMAN ALLIANCE OF PLANETS.

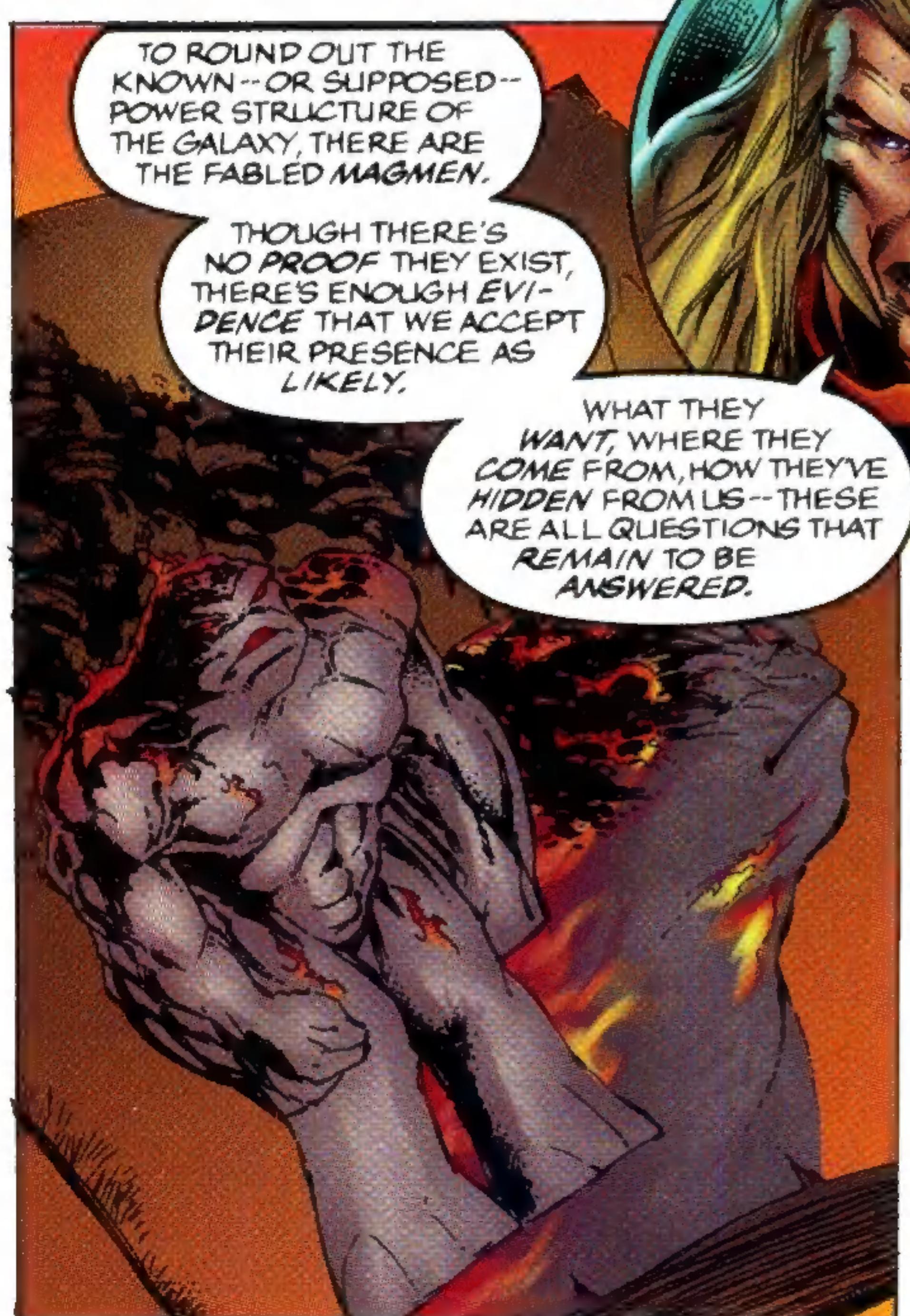
THERE WERE THE FERAN, THE LEONINE RACE WE FIRST ENCOUNTERED--AND CLASHED WITH--ALMOST 300 YEARS AGO DURING THE CYGNUS WARS.

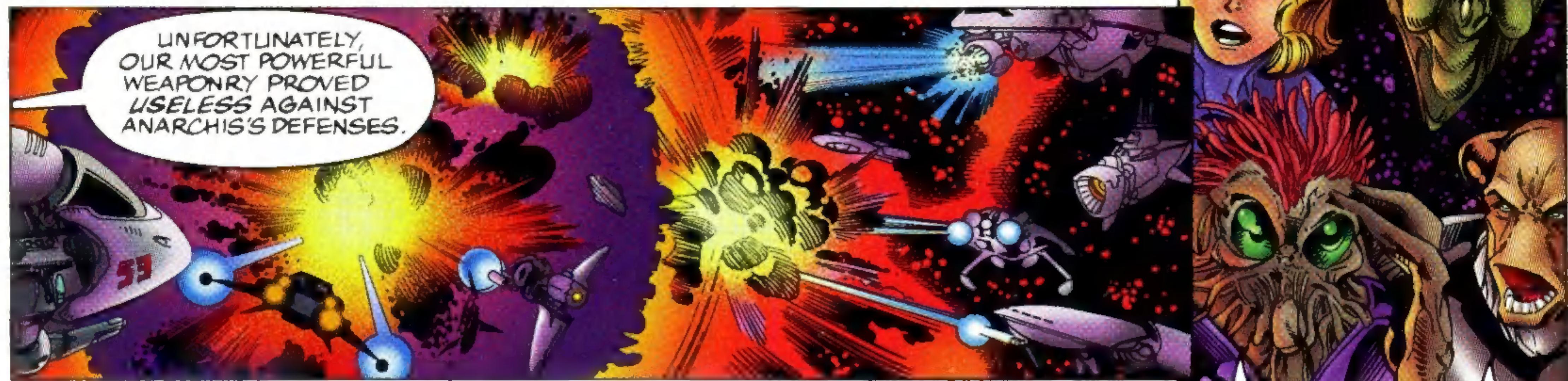
THOUGH WE CURRENTLY HAVE A STABLE TRUCE WITH THEIR WARLIKE EMPIRE, IT'S ONLY BECAUSE OF THE MORE RECENT APPEARANCE IN OUR SECTOR OF THESE OTHER TWO RACES...

...THE MANTI, INSECTOID CREATURES THAT USE HUMANS AND FERANS ALIKE AS BREEDING GROUNDS FOR THEIR CARNIVOROUS LARVAE...

...AND THE CYBEN, MECHANICAL BEINGS AT WAR WITH EVERY ORGANIC RACE THEY ENCOUNTER. AS FAR AS WE CAN TELL, THEIR GOAL IS TOTAL DOMINATION OF THE GALAXY BY ARTIFICIAL LIFE.

FOR THE BETTER PART OF THE CENTURY OUR FOUR RACES HAVE BEEN AT A STANDOFF, EACH UNABLE TO EXPAND OUR EMPIRES WITHOUT RISKING A MULTI-FRONT WAR.







FX FIGHTER

EIGHT GREAT FIGHTERS...

EIGHT PROUD CIVILIZATIONS...

AND A CHAMPION WHO WANTS

TO DESTROY THEM ALL.

You are up against the best known fighters in the Universe in a brawl to the death. The competition will be held in 8 different arenas, on 8 different planets against 8 very different competitors. Robots, Insects, Cyborgs will all use a barrage of attacks to eliminate you from the competition, permanently. In this galactic event there are no prizes for second place...only body bags.

System Requirements

Minimum

486DX 33Mhz IBM PC or compatible

4Mb of RAM

VGA

SoundBlaster soundcard or compatible

Single speed (150K transfer rate) CD-ROM drive

NOTE: FX Fighter requires an IBM PC compatible with a 486DX processor. It is not designed to run on PCs with 486SX processors.

Recommended

486DX2 66Mhz / Pentium IBM PC or compatible

8Mb of RAM

Fast Local Bus VGA

SoundBlaster Pro soundcard or compatible

Double speed (300K transfer rate) CD-ROM drive

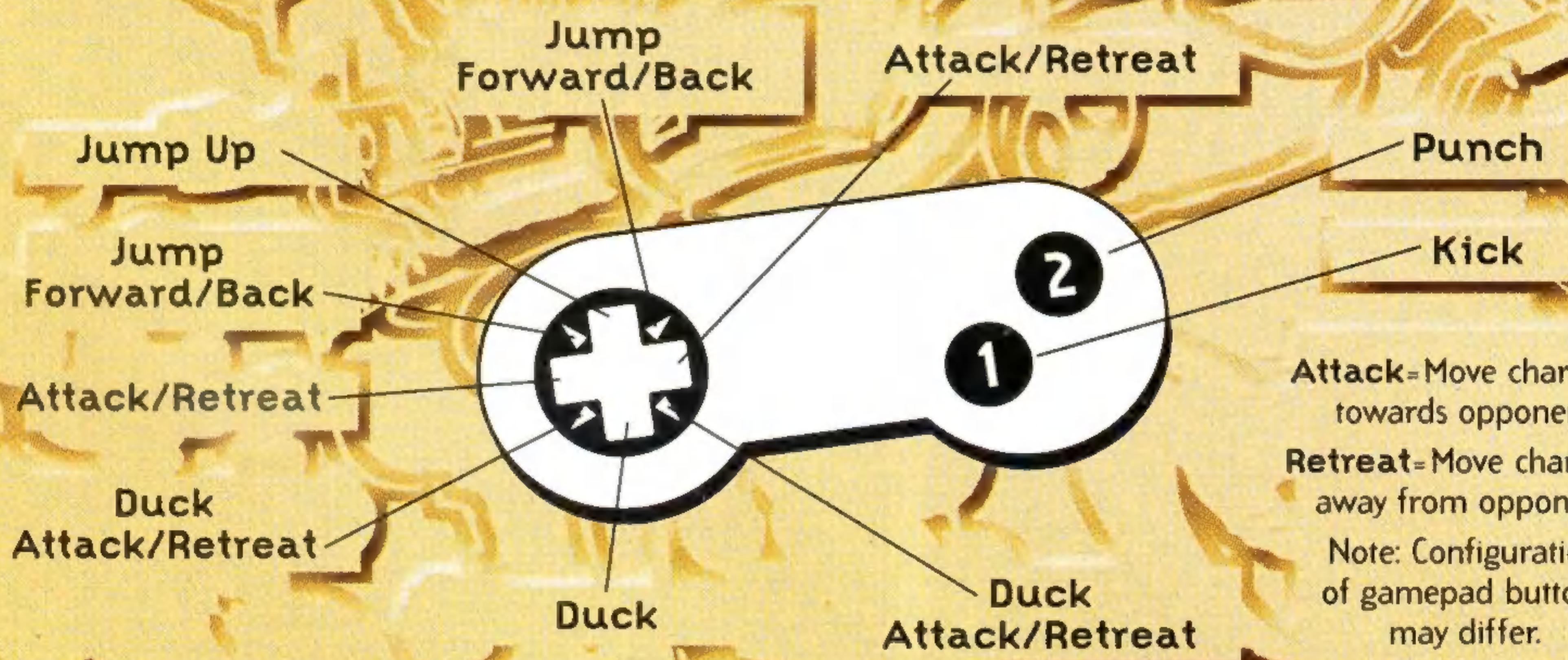
Dual joystick port gamecard

2 PC gamepads

GAME SCREEN LAYOUT

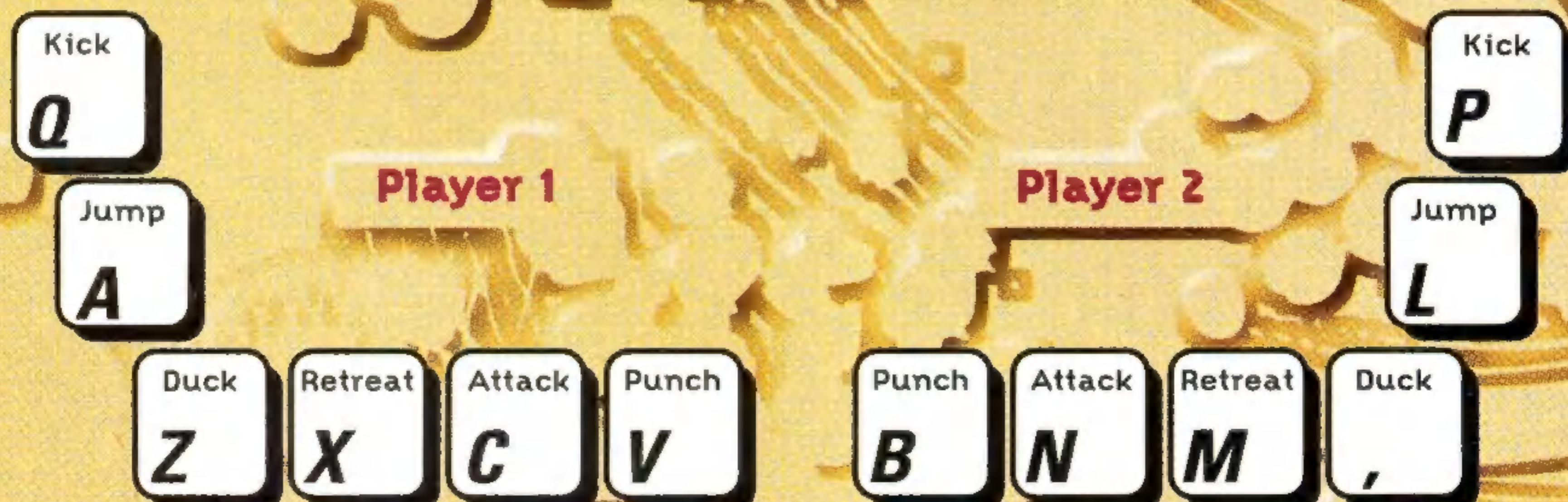


CONTROL PAD



Attack=Move character towards opponent
 Retreat=Move character away from opponent
 Note: Configuration of gamepad buttons may differ.

KEYBOARD



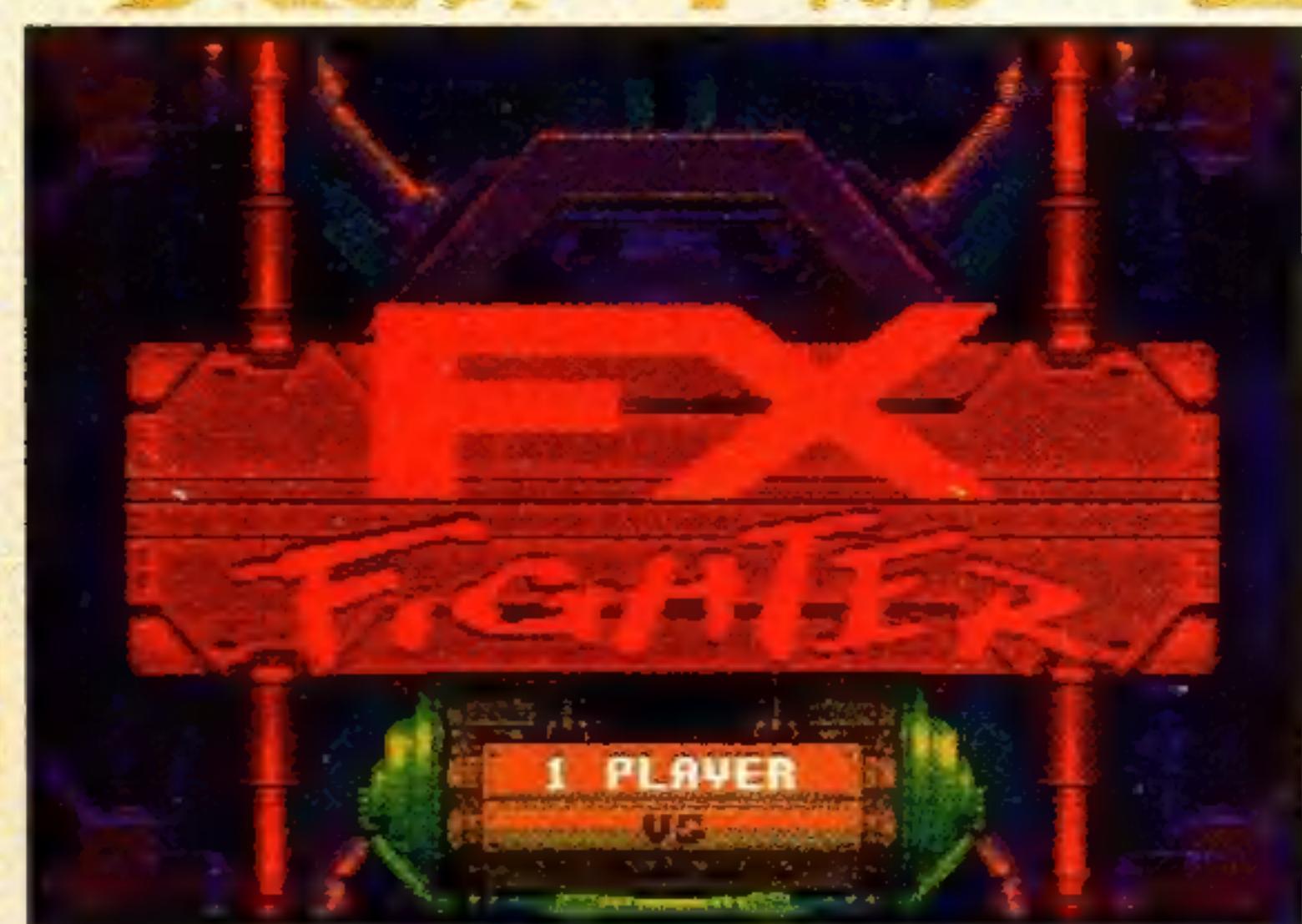
Attack+Jump=Jump forward Retreat+Jump=Jump backwards
 Attack+Duck=Duck while attacking Retreat+Duck=Duck while retreating
 Duck+Attack/Retreat+Kick=Roll Left/Right (Keyboard & Control Pad)

These settings are configurable from the KEYBOARD option menu available on the OPTIONS screen. Default keys are shown. Depending on the direction your character is facing ATTACK & RETREAT may be swapped.

Note: Certain keyboard combinations may interfere with one another due to hardware limitations.



MAIN MENU SCREEN



ONE PLAYER SCREEN

To compete as a single player choose "1 Player." Using the direction keys, or control pad, you will then be able to select one of the eight fighters. As you select your fighter a short animation will be played, some animations even give clues as to the player's special abilities. After selecting your fighter you will also be able to choose an opponent. The opponent selection screen will appear after every successful fight before you move on to the next arena.



TOURNAMENT SCREEN

When more than two players want to compete they can select "Tournament." In this mode up to eight players can compete in a round robin tournament using any combination of the eight alien fighters. Each Player will select a fighter and type in their name. The computer will then schedule the bouts and keep track of the standings.

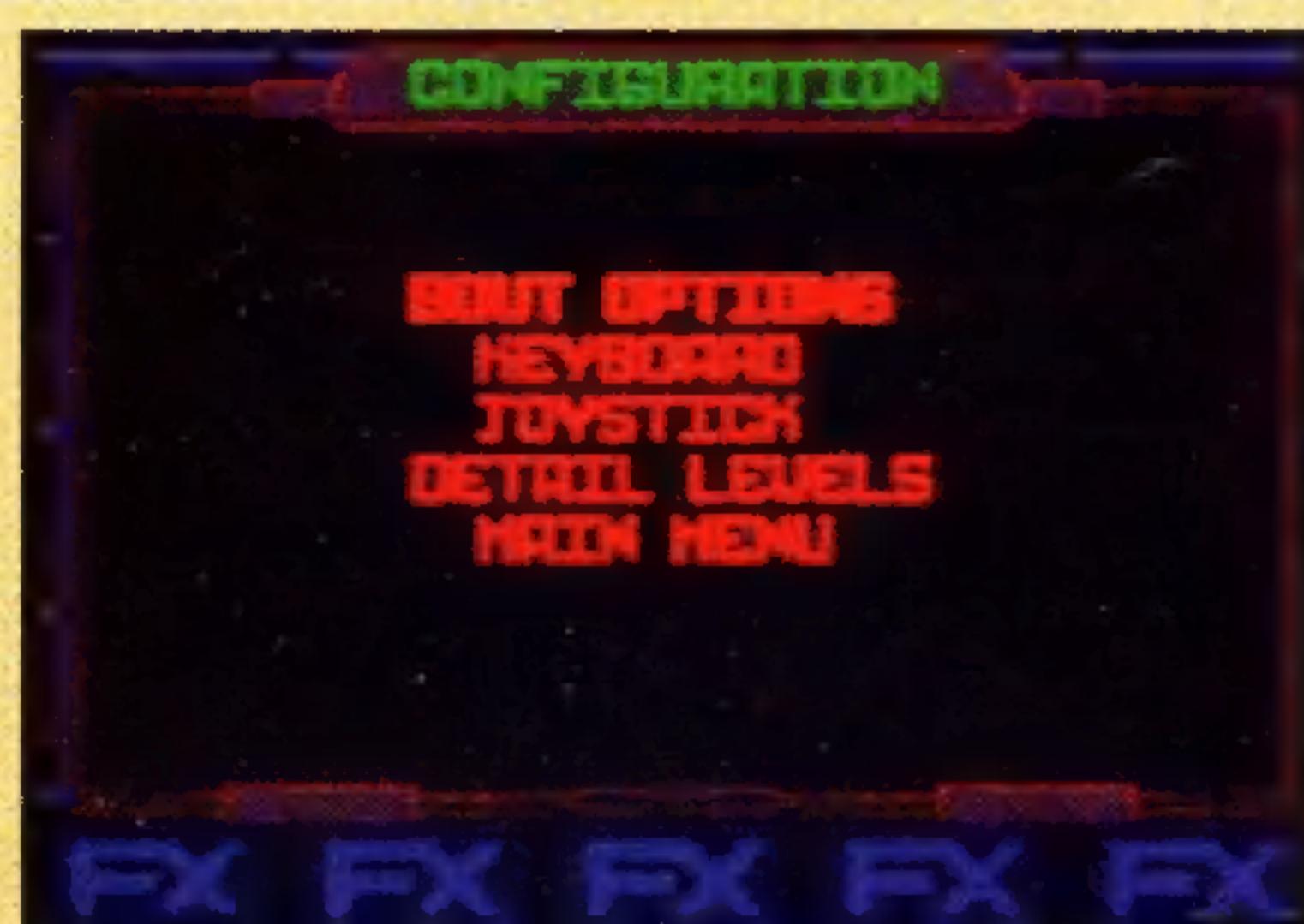


VS. SCREEN

A two player game may be played by selecting "VS." from the "Main Menu." With **Player 1** controlling the top row of fighters, and **Player 2** controlling the bottom row of fighters, each player can select their Champion. Both players can select the same fighter which will be shown on screen using two distinct color schemes.



OPTIONS SCREEN



The "Options" section allows you to customize the configuration of the FX Fighter software. You will be able to customize your controller, modify fight options, and configure your computer to give you the best combination of speed and detail.

BOUT OPTIONS SCREEN

In "Bout Options" you will be able to adjust the following:

Time - the length of each round. The sideways looking 8 is the symbol for "infinity" or unlimited time per round.

Rounds - the number of rounds you must win to beat each fighter.

Level - the level of difficulty for computer controlled opponents.



KEYBOARD SCREEN



You can customize your keyboard controls using this section. You will need to test the keys after changing them because different computers handle keyboard input in different ways.

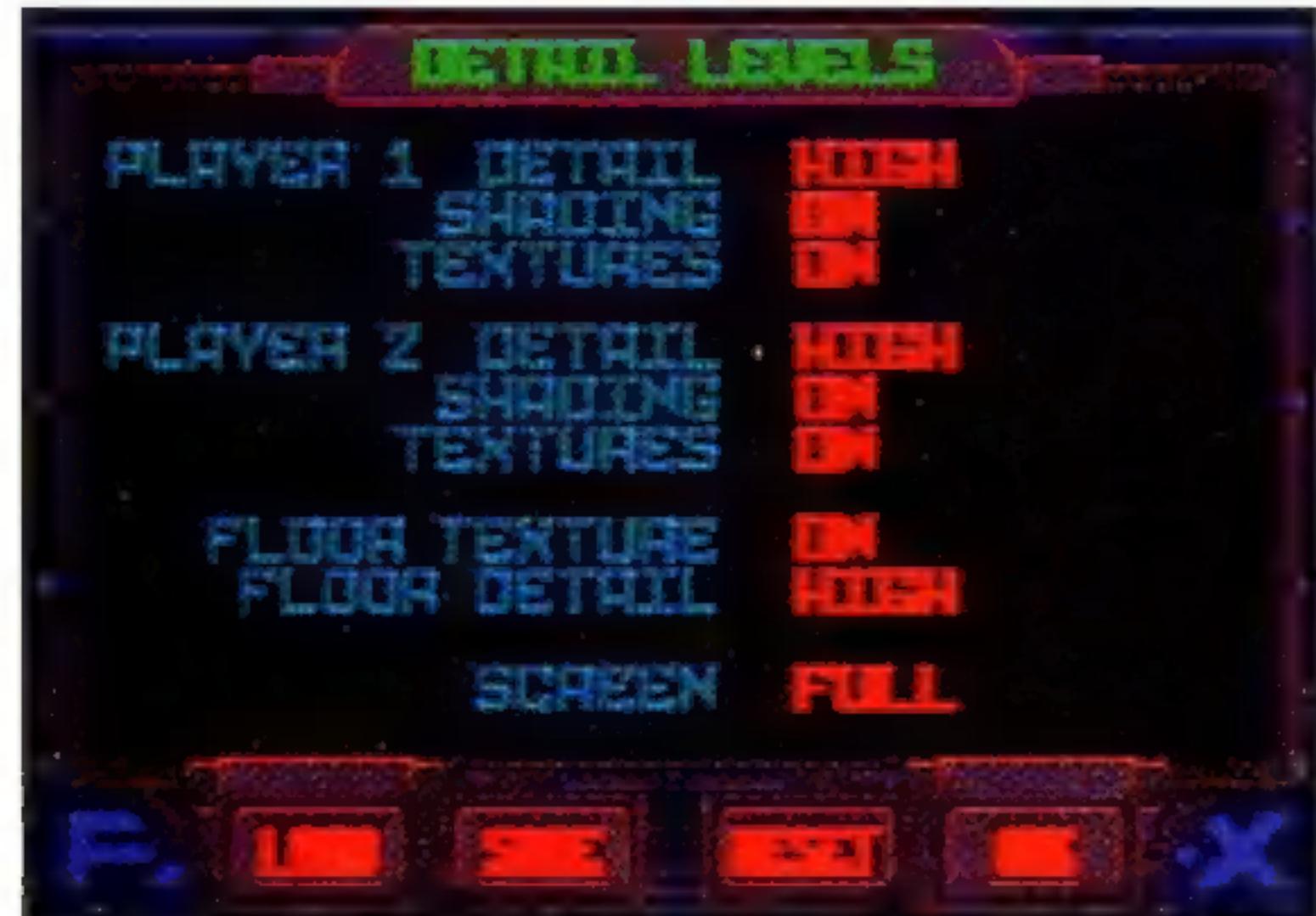
JOYSTICK SCREEN

When using game pads or joysticks you will probably need to configure the controllers. For more information consult the Quick Reference Card included with FX Fighter.

ON ALL MENUS: Use Reset to change the options back to their original settings. Load and Save can be used to store special key configurations to your hard disk.



DETAIL LEVELS SCREEN



The "Detail Levels" section will allow you to customize FX Fighter to find the best balance of speed and detail for your computer. Lower detail levels will increase gameplay speed. On very slow computers the user should set everything to "Low", "Off" and "Wide". On very fast computers the user can adjust all settings to "High", "On", "Textured" and "Full". Below is a brief description of each setting:

Detail (Low, High) - Determines the number of polygons for each fighter.

Shading (On, Off) - "Off" gives fighters a more polygonal look, but increases game speed.

Textures (On, Off) - "On" adds detail to fighters (eg., facial expressions, tattoos, etc.).

Floor (On, Off) - Determines the detail level of the arena floor.

Floor Detail (High, Med, Low) - Determines the number of polygons used to represent the arena.

Screen (Wide, Full) - Determines play screen size.

C'MON, SHEBA,
SHOW ME YOUR
STUFF!

RRRRRRRR

RRRRAAAWWL!

RIGHT,
THAT'S
"CROUCH,
LUNGE, AND
CLAW" --

--WHICH I
CAN COUNTER
WITH A SIMPLE
JUDO TOSS.

UUNNNF!

WELL, IT'S BEEN
FUN, SHEBA, BUT I
THINK I'VE PRETTY
MUCH GOT THE
HANG OF YOU.

COMPUTER, END
SIMULATION.

OKAY,
I'M MAXED OUT
ON THE FERAN
FIGHTER--WHAT
ELSE'VE YOU
GOT FOR ME?

PATIENCE,
JAKE--I'M
LOADING THE
NEW DATA ON
THE OTHER
COMBAT-
ANTS NOW.

AS THE
REPRESENTATIVE OF
THE HUMAN ALLIANCE
OF PLANETS, YOU'VE
GOT THE BEST INTEL-
LIGENCE IN THE
GALAXY AT YOUR
DISPOSAL.

HERE--THIS FIRST SCREEN SHOWS MAGNON. AS YOU CAN SEE, THE MAGMEN DO EXIST, AND THEY'VE SENT A REPRESENTATIVE TO FIGHT FOR THEM.

REPORTS INDICATE THAT HE'S QUITE STRONG, VERY DURABLE, AND HAS...

LET ME GUESS--
LAVA BREATH?

EXACTLY. NOW, THIS WOMAN--SIREN--CLAIMS TO BE THE LAST SURVIVOR OF THE GHOST WORLD, URSAE.

SHE APPEARED ON PROCON 3 SHORTLY AFTER RYGIL'S CHALLENGE AND QUICKLY OVERWHELMED THE PLANET WITH HER TELEKINETIC POWERS.

SHE WANTS TO USE ANARCHIS TO REVIVE HER EVIL RACE AND CONQUER THE GALAXY.

SOMEONE ELSE MAY BEAT YOU TO IT. THIS IS ASHRAF, A KARLAKIAN MONK. HIS RACE HAS AN OLD GRUDGE AGAINST SIREN'S.

HE MAY SEEM HARMLESS, BUT DON'T BE FOOLED--

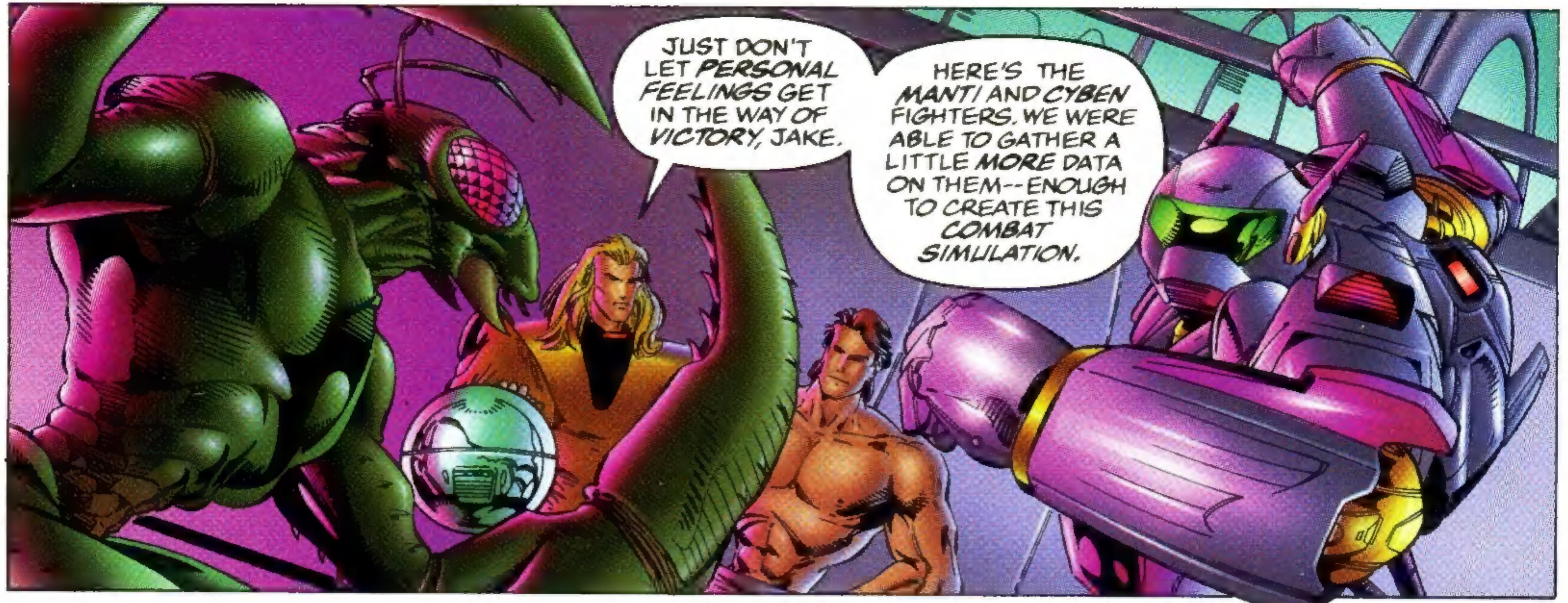
NICE PLAN--I'LL LOOK OUT FOR HER.

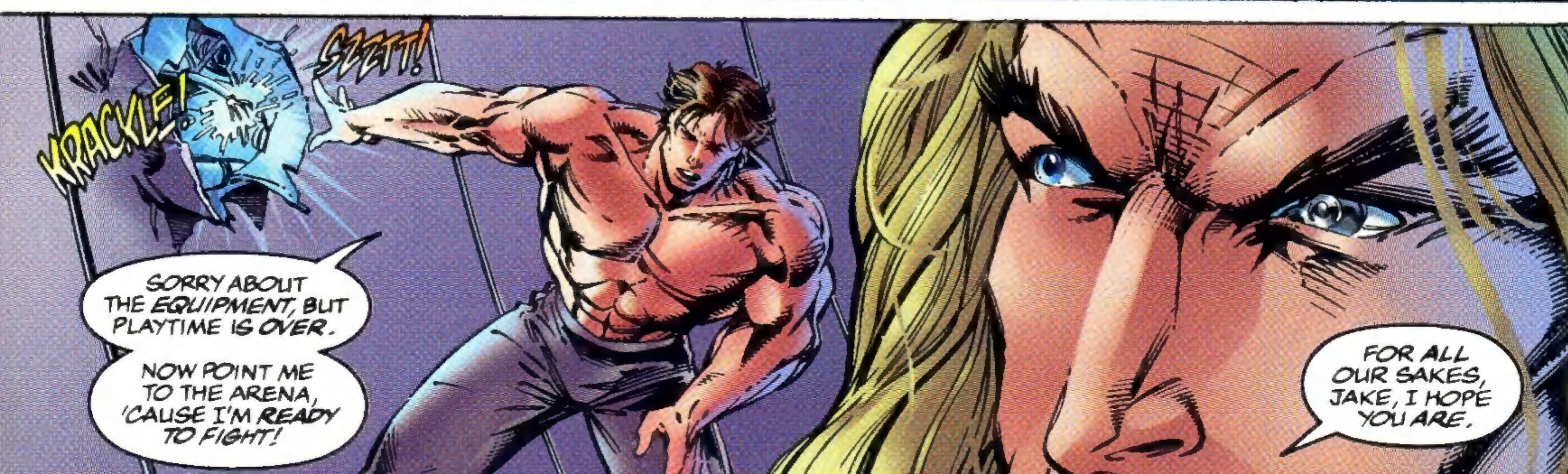
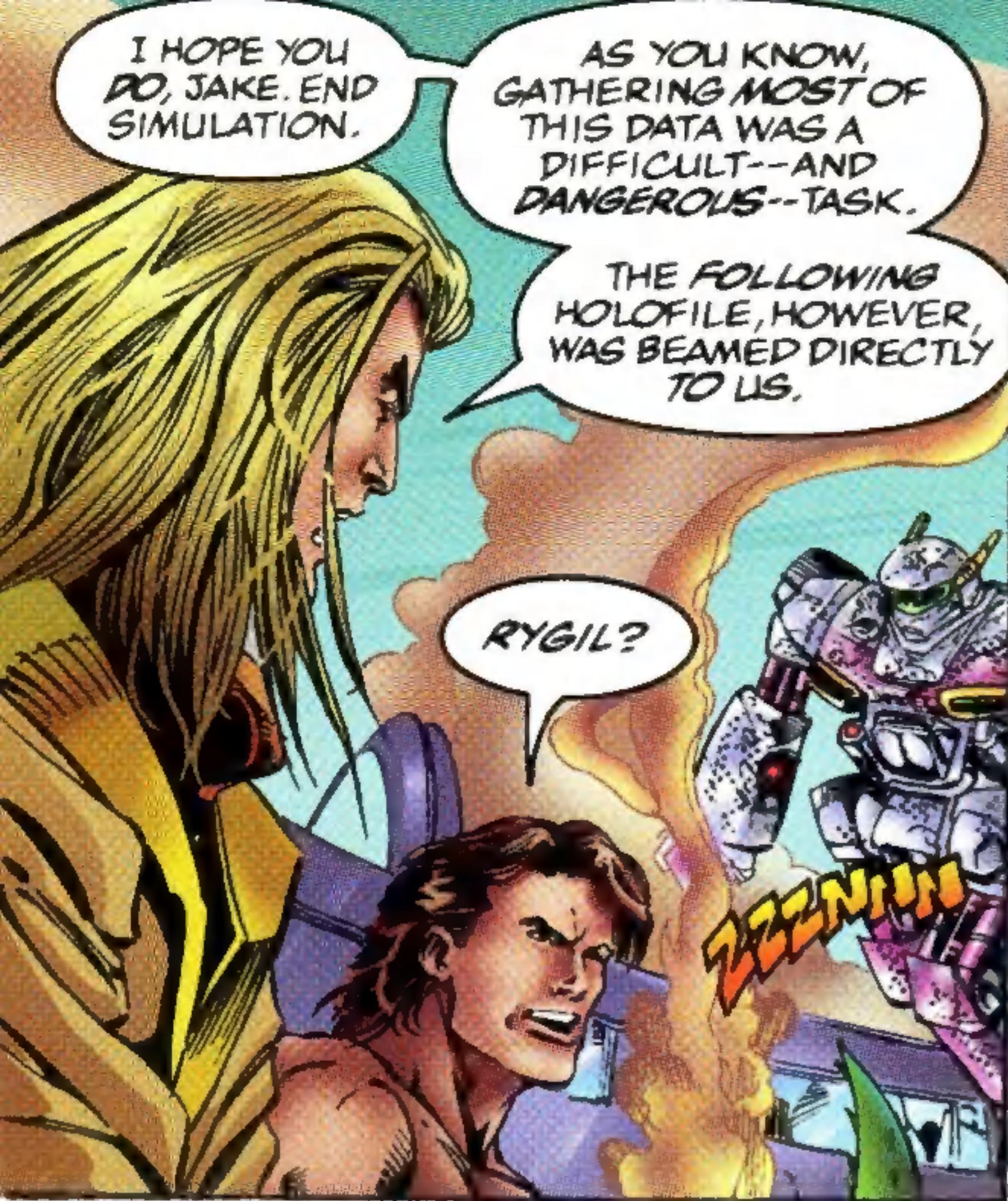
--HIS CHAKRA-- HIS LIFE FORCE-- CAN MAKE QUITE AN IMPACT ON A FOE.

AS CAN THE KANTI CHAMPION'S THROWING STARS.

HER NAME'S KIKO. SHE'S STRICTLY LOW-TECH, BUT SHE'S DEADLY WITH HER WEAPONS.

THAT'S NOT ALL KIKO'S DEADLY WITH. WE'VE MET... AND I'M LOOKING FORWARD TO THE REMATCH.





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PROGRAMMER
CHARACTER ANIMATION

IN-GAME ARTWORK

FRONT-END ARTWORK

GAMEPLAY DESIGN

GAMEPLAY SUPPORT

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